


[Subscribe \(Full Service\)](#) [Register \(Limited Service, Free\)](#) [Login](#)

 Search: ☒ The ACM Digital Library ☐ The Guide


[Feedback](#) [Report a problem](#) [Satisfaction survey](#)

 Terms used draw instruction

 Found **32,626** of **177,263**

Sort results by

☒ Save results to a Binder

[Try an Advanced Search](#)

Display results

☐ Search Tips

[Try this search in The ACM Guide](#)
☐ Open results in a new window

Results 1 - 20 of 200

 Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

 Relevance scale ☐ ☐ ☐ ☐ ☐

1 GRIP: graphics reduced instruction processor



Gautam B. Singh

September 1991

Proceedings of the 24th annual international symposium on Microarchitecture

Publisher: ACM Press

 Full text available: pdf(842.87 KB) Additional Information: full citation, references, [index terms](#)


2 The Geometry Engine: A VLSI Geometry System for Graphics



James H. Clark

July 1982

ACM SIGGRAPH Computer Graphics , Proceedings of the 9th annual conference on Computer graphics and interactive techniques SIGGRAPH '82, Volume 16 Issue 3

Publisher: ACM Press

 Full text available: pdf(1.06 MB) Additional Information: full citation, abstract, references, citations, [index terms](#)


The Geometry Engine[1] is a special-purpose VLSI processor for computer graphics. It is a four-component vector, floating-point processor for accomplishing three basic operations in computer graphics: matrix transformations, clipping and mapping to output device coordinates. This paper describes the Geometry Engine and the Geometric Graphics System it composes. It presents the instruction set of the system, its design motivations and the Geometry System architecture.

Keywords: Arithmetic processing, Geometric processing, Real-time graphics, VLSI

3 An experiment in architectural instruction

Robert W. Dvorak

June 1978

Proceedings of the 15th conference on Design automation

Publisher: IEEE Press

 Full text available: pdf(268.97 KB) Additional Information: full citation, abstract, [index terms](#)


The College of Architecture at the University of Arizona uses the Plato computer to teach freshman basic drawing skills. The purpose of this paper is to describe how computer-aided instruction was designed and used in the Graphics Communications class and to relate the students' reaction to this experience.